



The image displays two screenshots of the MIT App Inventor web interface, showing the logic for a 'MyToDoList' application.

Top Screenshot (MLista screen):

- Initialize global variable:** 'MLista' is initialized as an empty list.
- When 'AgregarTareaBotón1' is clicked:**
 - Obtain the text from 'ToDoCampoDeTexto1'.
 - Check if the text is empty. If yes, show a message 'Debe ingresar un texto'. If no, add the text to the 'MLista' list.
- When 'EliminarTodoBotón1' is clicked:**
 - Remove all elements from the 'MLista' list.
- When 'BorrarTareaBotón1' is clicked:**
 - Obtain the index from 'ToDoListVisorDeLista1'.
 - Check if the index is valid (between 1 and the number of elements). If yes, remove the element at that index from the 'MLista' list.
- When 'ModificarBotón1' is clicked:**
 - Obtain the new text from 'ToDoCampoDeTexto1' and the index from 'ToDoListVisorDeLista1'.
 - Check if the text is empty. If yes, show a message 'Debe ingresar un texto'. If no, replace the element at the specified index in the 'MLista' list with the new text.

Bottom Screenshot (Screen1 screen):

- When 'BotónContraseña' is clicked:**
 - Obtain the password from 'CampoDeContraseña1'.
 - Check if the password is '12345'. If yes, show a message 'Bienvenido' and switch to the 'MLista' screen. If no, show a message 'Contraseña incorrecta'.



